

ABSTRACT OF THE DISCLOSURE

A client-server system may include a primary state of session data. One or more application servers may include client states of the session data and may be configured to access the primary state. The session data may include one or more attributes. The distributed store may lock the primary state for access by a process executing on one of the application servers. Information may be maintained on which attributes are mutably accessed by the process. An object graph comparison of the mutably accessed attributes and a benchmark version of the attributes may be performed to determine which of the mutably accessed attributes were actually modified. The modified attributes may be used to synchronize the primary state with the client state.